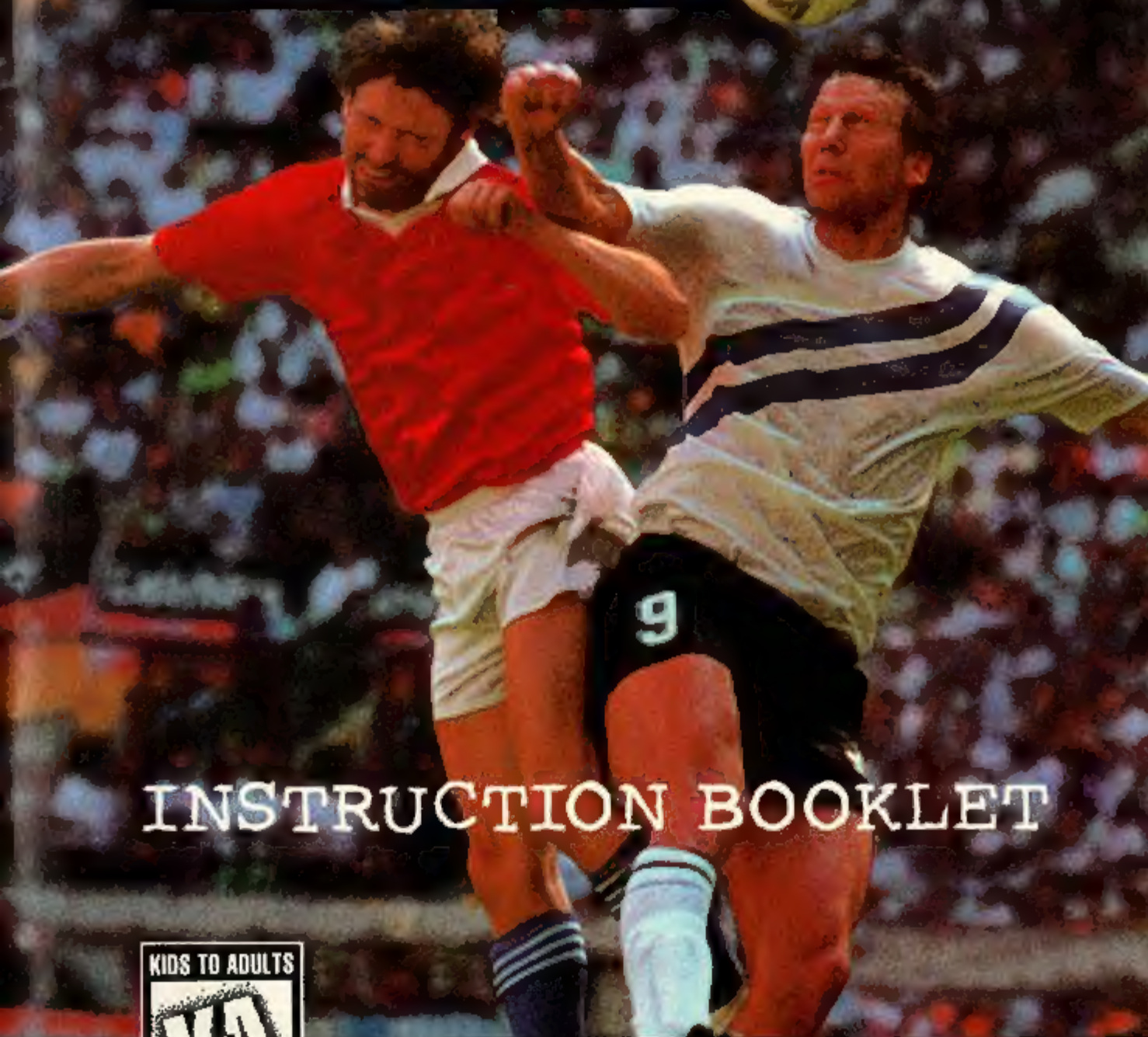


**US GOLD**  
SPORTS

U·S·N·S·A·V·S·E·U·S·A

# HEAD-ON SOCCER



INSTRUCTION BOOKLET

KIDS TO ADULTS



AGES 6+

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

**THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.**



LICENSED BY



NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



303 Sacramento Street  
San Francisco, CA 94111

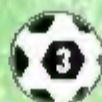
© 1995 U.S. Gold, Inc.  
All Rights Reserved.



# Table of Contents



Starting up your System	.4
Feel the Fever	.5
Multi-Player Adapter	.6
Player Controls	.7
Goalkeeper Control	.8
Set-Plays	.9
Main Controls	.10
Game Select (Main Menu)	.11-12
Exhibition	.11
Tournament	.11
Options	.13-14
Resume	.15
Team Select	.16
Controls	.17-18
The Players	.19-20
Player Profiles	.21-23
The Final Whistle	.24
Credits	.25





# Starting Up Your System



1. Make sure your Super NEST™ is OFF.
2. Plug a Control Pad into port 1.
3. Insert the Head-On Soccer Game Pak into your Super NEST™. Press firmly to lock the Game Pak in place.

**WARNING:** Never try to insert or remove a Game Pak when the power is ON.

4. Turn the power ON. Press any button to begin **Head-On Soccer**.





# Feel the Fever



Feel the full-blooded fever in this frantic feast of fast and furious soccer action! Gasp in awe when a 40-yard scorcher bursts into a flaming fireball and blasts the 'keeper into the back of the net. Scream in agony as Barger charges across the field and slams you into the hostile crowd. Jump with joy as you swing a curving corner through the crowded box and head home a last-minute winner against the boys from Brazil. This is total soccer: designed to satisfy the most demanding arcade appetite. Anyone can pick-up and play - you'll grasp the basics within a few games. However, to appreciate the intricate subtleties woven into the game play you should study this manual and plan your strategy. Take on the world's top teams in international competition or play with up to four other friends in an exhibition match. But beware - this game can seriously threaten your friendship as passions overheat and you reach boiling point in the wild world of **Head-On Soccer!**





# Multi-Player Adapter



The Multi-Player Adapter lets up to five players play against each other or as teammates.

Simply plug the adapter into Controller Socket 2 on the Super NES, make sure the switch on the Multi-Player Adapter is set to 5P and you're ready to play Head-On Soccer with an attitude!

In multiple player games, player one has complete control during the main menu screens. Other players begin control of the menus during the Team Select screen. After choosing a team, each player must select which side they want to play for by pressing up or down on the control pad.

Up to five players can play Head-On Soccer at the same time using the Multi-Player Adapter. Players alternate control each time the ball is passed. Each controller controls the player with its corresponding color-coded numbers above their head.

Players can join in on a game at any time. To jump into the action, press the Start button and the Controller number will appear over the country flag. Highlight the team you wish to play for and press the Start button.

But beware, the Multi-Player Adapter is not designed for use with the Super NES Super Scope, the Super NES Mouse, or Controller Socket 1.





# Player Controls



## In Possession

*Kick / Shoot:* Y

*Ball swerve:* D-pad Left/Right (after touch)

*Pass:* B

*Head:* X

## Star Players only

*Special move:* A

*Back heel:* L

*Cross:* R

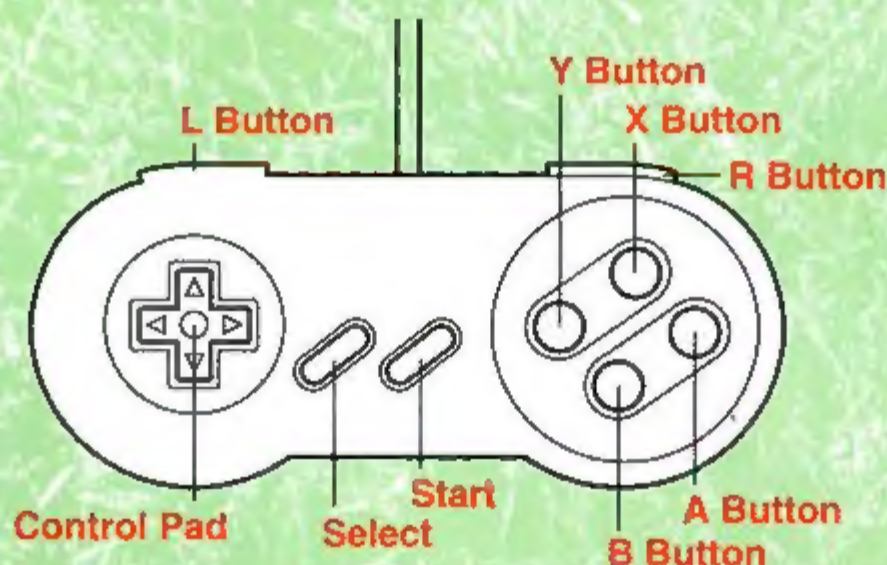
## Throw-in

Position crosshair + Y or B

*"Winning" the Ball Slide tackle:* B

Pause: START press on any Control Pad

To quit a game, pause and then press L/R/SELECT/A simultaneously to return to Game Select (Main Menu).





# Goalkeeper Controls



Your 'keeper is predominately computer-controlled, but you do have an influence with the Control Pad once a shot has been fired.

**Drop kick:** Y

**Throw:** B

**Goal kick:** Position crosshair + Y (long kick) / B (short pass)

## Defending a penalty:

In real soccer, goalies must anticipate a penalty kick before it is taken. **Head-On Soccer** goalies are no exception. Guess where the penalty-taker will shoot and move the Control Pad to dive the right way and make a save. If the Control Pad is not pressed, the goalie will drop to the ground to save a straight shot.





# Set-Plays



**Corner / Indirect free kick:** Position crosshair + Y/B

**Direct free kick:** Position crosshair and press Y to nominate initial direction of shot. Now re-position the crosshair to determine the final destination of your shot (preferably in the back of the net), press Y to confirm your aim (hold Y longer for more height) and press Y again to unleash your shot. Practice will help you find the right balance between the initial direction and final destination to produce spectacular swerving shots around the defensive wall.

**Note:** At a direct free kick, the crosshair is represented by an icon of a ball bouncing on a small circle.



## Penalty:

The crosshair sweeps across the goal mouth from left to right. Press Y to direct your aim and shoot, hold Y to determine shot height (the longer you hold Y, the higher your shot) and release Y to unleash your shot.





# Menu Controls



Move the Control Pad Up/Down between options, Left/Right to scroll through variables (or press any button to toggle) and press START to select. **In multi-player mode, Control Pad 1 governs menu controls.**

**Note:** If your Control Pad has a rapid-fire feature, switch it OFF when you play Head-On Soccer.





# Game Select (Main Menu)



Move the Control Pad Left/Right to toggle between Exhibition or Tournament mode and press Start to confirm your selection.

## **Exhibition**

An Exhibition match is a one-off between two teams of your choice (see Team Select).

## **Tournament**

The **Head-On Soccer** World Tournament is a 28-team knock-out competition, featuring national sides from across the globe. Once you've chosen a country to represent (see Team Select) you progress through the contest by beating the world's best in four continental groups of seven. There are 51 teams in the overall pool, so the competition structure looks like this:

**First Round:** Asia – 7 out of 8 teams

**Second Round:** Africa – 7 out of 11 teams

**Third Round:** Americas – 7 out of 12 teams

**Final Round:** Europe – 7 out of 20 teams





# Game Select (Main Menu)



Naturally, the quality of opposition improves as you progress, and you are given the opportunity to strengthen your side (see The Players).

Before each match you are presented with the Tournament Start-up screen. Press START or any button to kick-off.





# Options



From Game Select (Main Menu), highlight **Options** and press A or B to view the Options menu. Move up/down to highlight the game play option you wish to customize.

## Time

Move Control Pad left/right to select the length of each half; 1 minute, 3 mins (default), 5 mins, 10 mins or 15 mins. If scores are tied at the final whistle, a period of extra-time will be played, equivalent to one-third of normal-time (i.e. 1-min half normal-time = 20-second half extra-time, 3-min half normal-time = 1-min half extra-time, etc.). If the result remains a draw, a penalty shoot-out will take place to decide the winners.

## Difficulty

Move Control Pad left/right to set overall standard of computer-controlled match play; Easy, Medium or Hard.

## Switches

Press A or B to modify in-game preferences.

Move left or right to change switches.

**Note:** \* = default

**Replays:** On\*/Off





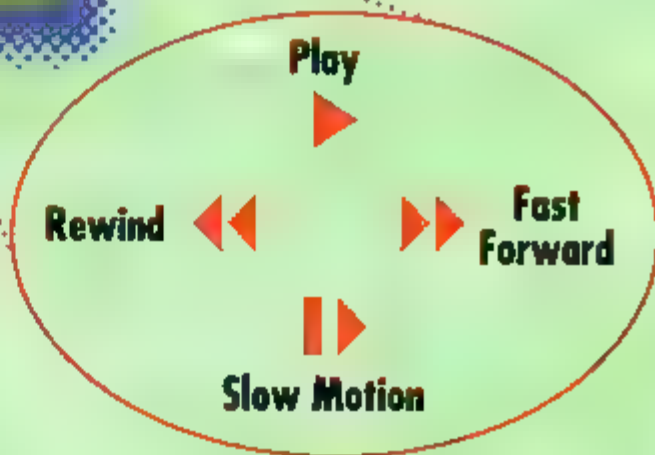
# Options cont.



## Switches (cont.)

Set ON to view an automatic action replay of every goal scored. To cut the replay short during a match, press START.

The following video controls can be used to revel in the glory of your own magic moments of **Head-On Soccer**;



**Note:** Press R to watch the action from the other side of the field.

## **Cameos:** On\*/Off

Allows you to watch celebration sequences after every goal/victory.

## **Aggro:** On\*/Off

Determines tolerance level of the referee when players commit fouls.





# Resume



Click on Resume to enter the password entry screen. This option allows you to input a 13-character password to resume play from the desired stage within a previously contended Tournament. Passwords are supplied at the Tournament Start-up screen before each match (except the first match, obviously). See Tournament. Password characters are displayed in one of two colors; blue or yellow - take care to record and enter them correctly.



Enter each character from the main grid into the password entry slot at the top of the screen. Move the Control Pad to highlight a character from the grid, and press X to enter the character in blue or B to enter the character in yellow. Place each character into the password using A/Y to nominate its position. To confirm your password, press START.



# Team Select



To choose your team, move Left/Right to scroll through the available countries.

The field layout shows team formation. Standard players are displayed in the national colors, while Star Players are distinguished as bright yellow dots.



**Note:** In Tournament mode you begin with eleven Standard players (see The Players).

If you are playing an Exhibition match, use the above method to select Team 1 and then press Control Pad DOWN. Now move Left/Right to choose one of four different Field Types.

**Note:** The playing surface is automatically allocated in a Tournament, according to the origin of your opponents (i.e.. which continent they are from).

Press Control Pad DOWN again and move left/right to select Team 2. When you are satisfied with the teams selected, press START to continue.





# Controls



Now pick sides! Each connected Control Pad can be allocated to one of the participating teams. An icon appears on-screen to represent every Control Pad currently connected.

With the Control Pad, you can move your icon into one of three different positions to determine your role in the forthcoming match; Team 1 (top), Team 2 (bottom) or no-man's land (middle) i.e.. not participating.



This procedure allows you to play with up to four friends (using a Nintendo approved multi-player system) in the line-up of your choice - the computer will take control of any team not enlisted by human players. So you can play One vs. One, One vs. Computer, Two vs. Two, Four vs. One, or Five vs. Computer - any combination.

**Note:** When more than one player represents the same team, player control alternates after every pass.

Once you have chosen sides, press START to continue.





# Controls cont.



**Head-On Soccer** also gives you the opportunity to intervene at any stage of a match. When a spare Control Pad is available during play, a 'Press Start' message flashes in the top right-hand corner of the screen. Press START and move left/right to select which team you wish to join (highlighting the national flags) and press START again to enter the fray.





# The Players



**Head-On Soccer** is not played by hordes of animated clones. Star players shine among Standard players, with individual characteristics, personalities and distinctive styles of play. The key to **Head-On Soccer** success is to make full use of your Star players' special skills. Star players are distinguished on-field by striking individual features in their appearance and unique abilities. If you have trouble recognizing them, they are identified by a huge star floating above their heads when controlled.

In Exhibition mode, Star players have already been appointed to each national team, in a wide variety of formations. Some sides are blessed with only one or two superstars, others boast a perfect eleven. Experiment with as many different teams as possible to find the right line-up to suit your style of play.

Competing in a Tournament, Star players are not so freely available - you must earn them!

**Head-On Soccer** employs a top-secret computer-controlled talent scout, which assesses your performance in each match according to a predetermined set of hidden criteria. After each match, this assessment system is then used to reward you with bonus 'credits', which are not revealed to you but used to determine which new Star signings are available.



# The Players cont.



Star players want to play for quality teams, so if your performance in a match impresses the stable of superstars watching, they will offer to join your side. After an impressive performance, the Player Select screen appears to showcase the stars who are willing to sign-up.

Highlight Select, move Control Pad left/right to scroll through the available players and choose your man.

Move the Control Pad DOWN and nominate the position you want him to play in your new team line-up by moving left/ right and pressing button B to confirm.



**Note:** Your new Star player is represented by a green dot on the pitch layout.

Press START to continue without recruiting a new Star player and your bonus 'credits' (which remain secret) will be saved to give you more weight in the transfer market after the next match.





# Player Profiles



## Standard Player

Average, run-of-the-mill, no frills, no thrills ordinary Joe Bloggs.

He can't even manage a back heel or put a decent shot into the goal.\* Standard man's strongest asset is his consistency - he is consistently ordinary.



\* All Star Players can back heel and cross the ball.

## Barger

Shoulder-barging, iron-pumping, muscle-bound, rough'n'ready hard man of Head-On Soccer.

This rock-solid powerhouse flattens any opponents who get in his way - hard enough to make sure that they don't get up again for a long while!



## The Cheat

Slippery and sly, snide and sneering, unscrupulous, Oscar-winning, referee-fooling, slap-headed CHEAT!

When he dives in midfield, The Cheat has a 50-50 chance of winning a free kick - the odds are reduced to 25% for a penalty in the box.



# Player Profiles cont.



## The Marker

Tight-marking, shirt-tugging, boot-stomping, hair-pulling, nose-biting, man-to-man marker. This solid team player has no special move, but he will stick to key opponents like glue. He won't give them an inch.



## Passer

Clinically-precise, technically-perfect, prime physical specimen with an uncanny ability to find the forwards with inch-perfect, defense-splitting long balls.



## Tricky

Silky-skilled, weaving, leaping, dazzling dribbler who dances through dumb defenders' desperate lunges and makes inspirational darting dashes up field with the ball stuck to his feet.





# Player Profiles cont.



## Striker 1

Stylish-swerving, spectacular-swinging, killer-curling, bombastic-bending, banana-kicking legend with the awesome ability to fire the ball on a wicked curve around impossible angles.



## Striker 2

Power-blasting, thunder-bolting, fire-cracking, net-busting, hammer-thumping, disintegrating, woodwork-whacking, whip-lashing, thigh-slapping, rocket-blazing, ball-bursting, bone-breaking hot-shot hero!



# The Final Whistle



After an Exhibition match, you have the opportunity to replay the game by pressing START within ten seconds.

The Tournament is a knockout competition, so if you lose a match, you're out! However, if you feel that defeat was unjust or simply can't bear to start all over again, you have the option to replay the match and rewrite history, by pressing START within ten seconds of the final whistle.





# Credits



## **For U.S. Gold, Ltd. — Silicon Dreams**

<i>Programming</i>	Rod Mack
<i>Graphics</i>	Colin Wren, Emil Sergiev, Hayden Jones, Martin Sawkins, Neil Kelly
<i>Sound</i>	John Hancock
<i>Music Driver</i>	Chip Level Design
<i>Design</i>	Martin Sawkins, Rod Mack
<i>Project Management</i>	Andy Green
<i>Creative Resources Manager</i>	Tony Bourne
<i>Coordinators</i>	Mark Teal, Rich Holdsworth
<i>Testing and Analytical</i>	Steve Archer, Gary Reaney, Steve Wyatt, Andy Elwell, Nat, Jermaine, Sean, Chris, John, Trevor

## **For U.S. Gold, Inc.**

<i>Premier Manager</i>	Brian Schorr
<i>The Red Card Crew</i>	Tom Marx, Frank Horn, Mike Schmitt Dan Wong, Caroline Trujillo, Mac Senour





# Notes



LC HB-26U7CPT  
LCFB-LPVJOLM



# Warranty



U.S. GOLD, INC. warrants to the original purchaser that this U.S. Gold Game Pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This U.S. GOLD Game Pak is sold "as is" without express or implied warranty of any kind, and U.S. GOLD is not liable for any losses or damages of any kind resulting from use of this program. U.S. GOLD agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any U.S. GOLD Game Pak, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the U.S. GOLD Game Pak has arisen through abuse, unreasonable use, mistreatment or neglect. THIS LIMITED WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE U.S. GOLD. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL U.S. GOLD BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAME PAK.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.



303 Sacramento Street  
San Francisco, CA 94111  
(415) 693-0297





303 Sacramento Street  
San Francisco, CA 94111

PRINTED IN USA